LONELY ADVENTURER

How many Sword & Sorcery stories featured lonely adventurers...

Instructions

Gather another three friends. Together, pick a system (examples: [Dungeon World](), [an OSR](), or why not my own [City of Judas]()).

Select three Game Masters and one Player. If you cannot agree, assign randomly. The Player makes a character.

Begin

Every GM describes the entrance of a different dungeon. The Player picks which one to enter.

The GM of the selected dungeon describes the first room, the GM to their right describes the encounter (a monster, a trap, a puzzle, etc.), the last GM (to the left of the first) leads the game for the encounter itself and the ensuing fight (or other actions).

Continue

Every GM describes briefly how the dungeon would continue or how the next room would appear. The Player picks which road to follow.

The GM of the selected path describes the environment, the GM to their left (contrary of the above) describes the encounter, the last GM (to the right of the first) rules the action.

Repeat (switching right and left) until the death of the hero, or when the GMs agree about a final monster to juggle together.

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